

Algoritmo con profundidad limitada (Depth-limited search - DLS)

Agenda

cota de profundidad = 3

- $[\emptyset]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ \cancel{H}_B^1]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ R_H^2 \ J_H^2 \ \cancel{V}_H^2]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ R_H^2 \ \cancel{X}_H^2]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ R_H^2 \ \cancel{D}_J^3]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ \cancel{R}_H^2]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ G_R^3 \ \cancel{U}_R^3]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ \cancel{G}_R^3]$
- $[G_B^1 \ A_B^1 \ \cancel{S}_B^1]$
- $[G_B^1 \ A_B^1 \ \cancel{O}_S^2]$
- $[G_B^1 \ A_B^1 \ I_O^3 \ \cancel{D}_O^3]$
- $[G_B^1 \ A_B^1 \ \cancel{X}_O^3]$
- $[G_B^1 \ \cancel{A}_B^1]$

